RUNESCAPE® KINGDOMS

TZKAL-ZUK EXPANSION

WAR OF THE JAL
CAMPAIGN RULEBOOK

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RUNESCAPE® KINGDOMS

TZKAL-ZUK EXPANSION

WAR OF THE JAL CAMPAIGN RULEBOOK

Introduction

RuneScape Kingdoms: TzKal Zuk Expansion enhances your *RuneScape Kingdoms: Shadow of Elvarg* experience with a new skill, campaign, area and boss. Supplement your abilities with the unique Runecrafting skill, work with the Wise Old Man to delve into TzHaar City and face down the demi-god TzKal-Zuk.

How To Use This Expansion

When playing *RuneScape Kingdoms: Shadow of Elvarg*, you can add individual elements from this expansion to play with as you choose. You can add some elements and not others, or all of them together. The following sections will explain how to add the Runecrafting skill, Wise Old Man, and the TzHaar City game board to play alongside your *Shadow of Elvarg* campaigns.

When playing the War of the Jal campaign, all of these elements are used together.

Please note that a copy of *RuneScape Kingdoms: Shadow of Elvarg* is required in order to play this expansion.

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COMPONENTS

TzKal-Zuk (1)
TzKal-Zuk, sometimes referred to as 'Zuk', is the main boss you'll encounter at the end of the War of the Jal campaign.

The Wise Old Man (1)
The Wise Old Man is a legendary Saradominist wizard and former adventurer. Enlist his aid in holding back the tide of Jal spreading over Gielinor.

The Wise Old Man Card (1)
This card details how adventurers can benefit from the Wise Old Man's aid.

The Wise Old Man Support Cards (4)
These cards represent specific help the Wise Old Man can provide in the War of the Jal campaign.

Rune Tokens (28)
Generated by the Runecrafting skill, these tokens can be used to cast powerful spells.

Runecrafting Reference Cards (5)
These cards list the additional bonus action granted by the Runecrafting skill – Runecraft.

Runecrafting Skill Cards (5)
These cards track the Runecrafting skill and experience level for each adventurer.

Spell Cards (8)
These cards detail powerful spells adventurers can cast using the Runecrafting skill and rune tokens.

Shield Token (1)
This floating shield offers you some protection from TzKal-Zuk's wrath during the boss fight... at first.

The Wise Old Man Token (1)
This token moves up the escalation track representing your progress in convincing the Wise Old Man to support you.

Vault Cards (31)
Additional vault cards for the War of the Jal campaign.

Invasion Cards (5)
These cards represent the individual battlegrounds of the War of the Jal campaign.

Region Map (1)
An extension to the game board representing TzHaar City (sometimes referred to as Mor Ul Rek), where players will place miniatures and tokens on the three new regions.

Campaign Board (1)
The campaign board details the War of the Jal campaign. The campaign culminates in a boss battle fought on the reverse side.

Side Quest Cards (4)
These cards indicate how to start a side quest, and explain what the adventurer needs to do to complete it.

Event Cards (3)
These cards detail some random events that may occur while adventuring.

Danger Card (1)
This card explains the unique dangers of the War of the Jal campaign.

Jal Cards (10)
The foot soldiers of TzKal-Zuk, these cards represent the Jal you'll encounter during the campaign.

Exploration Cards (6)
These cards represent the encounters that occur while exploring TzHaar City.

Escalation Cards (2)
These cards show the escalating threat of TzKal-Zuk.

Behaviour Cards (5)
These cards represent the unique fighting style of TzKal-Zuk.

Terrain Cards (9)
These cards represent the unique features of the TzKal-Zuk boss fight.

RuneScape Tokens (15)
Used for various effects over the course of your campaign.

Burn Tokens (15)
Gained when your adventurer suffers burn effects.

Invasion Tokens (5)
These tokens show which capital regions have been overtaken by the Jal invasion.

Connection Tokens (2)
These tokens mark the regions on the main map board from which adventurers can travel to TzHaar City.

RUNECRAFTING

The Runecrafting skill allows adventurers to craft powerful spells, which grant unique special effects when cast.

The Runecrafting skill can be added alongside the campaigns in *RuneScape Kingdoms: Shadow of Elvarg* and other *RuneScape Kingdoms* expansions.

To set up the Runecrafting skill, each player collects a Runecrafting skill card and reference card, then places a token RS in the 1 slot of the skill card, as shown opposite. Take the eight spell cards - Teleport, Kinetic Surge, Alchemy, Enchant and four copies of Spellcraft - and place them on the playing area, where each player can see them. This is the spellbook. When a new spell is collected from the vault, it is immediately added to the spellbook.

1. **XP slots** – space to track the adventurer's current XP in Runecrafting.

2. **Level slots** – space to track the adventurer's current skill level in Runecrafting.

3. **Runecrafting tier information** – once an adventurer reaches a certain level in Runecrafting, they gain access to higher tier spell effects and can gain more runes with a single Runecraft bonus action.

Gaining Runecrafting Skill Levels

When an adventurer gains an XP in Runecrafting, place an XP token in one of the XP slots on their skill card. If both slots are already filled, remove all the XP tokens and increase the skill level by one instead.

To increase the Runecrafting skill level, move the token RS to the next level slot. After a token RS moves to the 10 slot, the next time the adventurer levels up in Runecrafting, they take a new token RS and place it on the 1 slot. The adventurer's Runecrafting level is 10x the number of tokens stacked on the 10 slot, plus the number on the slot of the new token. The Runecrafting skill can be levelled up to a maximum of 99.

There are four different designs of rune tokens. There is no mechanical difference between these and they can be used interchangeably.

Runecrafting Bonus Action and Crafting Spells

To craft a spell, first an adventurer must gain rune tokens by performing the Runecraft bonus action detailed on the Runecrafting reference card. The maximum number of rune tokens an adventurer can gain from a single Runecraft bonus action begins at 1, but will increase as they gain levels in Runecrafting, as detailed on the Runecrafting skill card.

One or more of these rune tokens may now be used to craft spells.

To craft a new spell, an adventurer collects a spell card from the spellbook, adds it to their inventory, and places one of the rune tokens in the R1 slot.

An adventurer can't have more than one copy of the same spell in their inventory at any one time. If a spell card is in one adventurer's inventory, no other adventurer can craft it.

Any remaining tokens may now be placed on spell cards in the adventurer's inventory, including any they just crafted, as described in the next section.

Placing Rune Tokens on Spell Cards

Additional rune tokens may be placed on spell cards in sequential order, first in R2, then R3. Rune tokens can't be placed in rune slots that exceed the adventurer's Runecrafting tier, as detailed on the Runecrafting skill card.

Spells

Adventurers may cast the spells in their inventory. Each spell card details when and how it is cast.

In a boss fight, any spell that normally uses a bonus action to cast may be cast instead of performing a move or combat action.

1. **Rune slots** – adventurers will place rune tokens in these slots, after passing the skill test in the Runecraft bonus action.
   - R1 Tier 1 rune slot
   - R2 Tier 2 rune slot
   - R3 Tier 3 rune slot
2. **Spell effects** – the effects of casting the spell.

When an adventurer casts a spell, they must resolve one of the effects detailed on the card, next to a rune slot with a token in it. After resolving the effect, they must discard all of the rune tokens on the card and return it to the spellbook, unless otherwise stated on the spell card.

Rerolls

Rerolls are performed immediately after the original roll. The same dice can never be rerolled more than once.

Runecraft and Spell Example

Joan discards a leather token to use her bonus action to perform the Runecraft bonus action, rolling three successes! Unfortunately Joan's Runecrafting skill is level 6, meaning she only gains two rune tokens, equal to her Runecrafting tier. So the third success is wasted.

She crafts the Teleport spell by collecting it from the spellbook and placing one of the two rune tokens in the R1 slot. She places the other token on the Alchemy spell that was already in her inventory, in the R2 slot.

Now, since she's taken a skill test in Runecrafting, she gains an XP in Runecrafting.

In her next turn, Joan uses her bonus action to cast the Alchemy spell, using the tier 2 effect. After resolving the effect, she removes each rune token on the Alchemy card and returns it to the spellbook.

Thanks to the XP she gained from the spell effect, Joan's Runecrafting reaches level 7, and tier 3! Meaning she can now gain up to three rune tokens with the Runecraft action and has access to the R3 slot of spell cards!

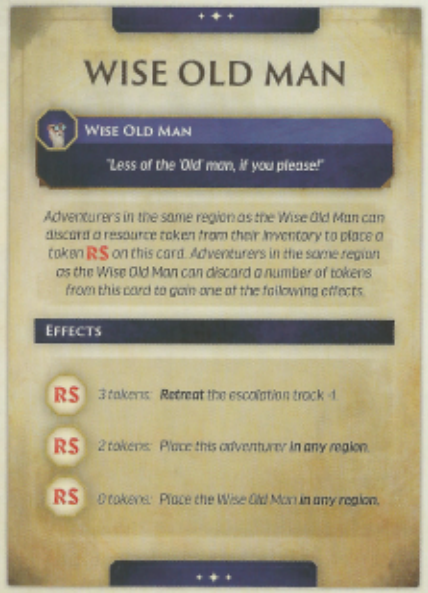
THE WISE OLD MAN

The Wise Old Man can be added alongside any of the campaigns in *RuneScape Kingdoms: Shadow of Elvarg and other RuneScape Kingdoms expansions*. To do so, collect the Wise Old Man card and place it where each player can see it. Then place the Wise Old Man miniature in Draynor Village .

He can benefit the adventurers in a number of ways, as detailed on his card, including causing the escalation track to retreat.

When the escalation track retreats, move the token RS on it down the number of slots indicated. If the token is already in the lowest slot, it can't retreat.

Interacting with the Wise Old Man does not use an action or bonus action, and can be done multiple times in the same turn.


WISE OLD MAN
WISE OLD MAN
"Less of the 'Old' man, if you please!"
Adventurers in the same region as the Wise Old Man can discard a resource token from their inventory to place a token RS on this card. Adventurers in the same region as the Wise Old Man can discard a number of tokens from this card to gain one of the following effects.
EFFECTS
RS 3 tokens: Retreat the escalation track 1.
RS 2 tokens: Place this adventurer in any region.
RS 0 tokens: Place the Wise Old Man in any region.

TZHAAR CITY

Tzhaar City is a new area, which plays a significant part in the War of the Jal campaign, but can also be added to the game during the *RuneScape Kingdoms: Shadow of Elvarg* and other *RuneScape Kingdoms* expansion campaigns.

To do so, place the TzHaar City board beside the map. Then take the connection tokens placing them in Burthorpe and Port Sarim , as shown. A region with a connection token is considered to be adjacent to the corresponding region on the TzHaar City board, as if they shared a travel path. Burthorpe is adjacent to the Fight Pits , and Port Sarim is adjacent to the Main Plaza .

The TzHaar City regions are Fight Pits , Main Plaza and Deep Tunnels .

Now take the TzHaar City exploration cards and place them beside the other exploration decks.

TzHaar City does not have a capital region.

BEWARE

Tzhaar City can be a dangerous place for low level adventurers.

1. TzHaar City Region Map
2. TzHaar City Exploration Deck
3. Connection Tokens

CAMPAIGN

A time of peace and prosperity has settled upon the kingdoms since the evil Dragon Elvarg was slain, but no peace can last forever. Shuddering from deep in the earth foretells of darker times to come...

CAMPAIGN 7 – WAR OF THE JAL

The War of the Jal campaign can be played directly after finishing the Infestation of Doubt campaign, or as a standalone campaign.

If players are not continuing directly from the Infestation of Doubt campaign, we recommend checking your adventurer's skill levels against the guide in the next section, and adjusting them appropriately.

NEW ADVENTURER GUIDE

Players can enter the game by collecting a character sheet, selecting one of the adventurer miniatures not already being used, and placing it on the map, in a capital region without any other adventurers in it. They collect five GP and five different resources of their choice.

Now collect a Recipe Book card and search the item deck and choose one of the starting equipment cards, placing it in the adventurer's inventory. Next, shuffle the item deck and add the top two cards from it to their inventory. They may now upgrade up to three upgradable equipment cards in their inventory, as if they had passed the ⚒ test detailed on them.

Adventurers now set each of their skills to level one, and gain additional skill levels depending on the total number of adventurers:

1 50 2 44 3 38 4 36 5 32

Runecrafting cannot be levelled above 7 and no other skill can be levelled above 14 as a result of this.

SETUP – STAND ALONE CAMPAIGN

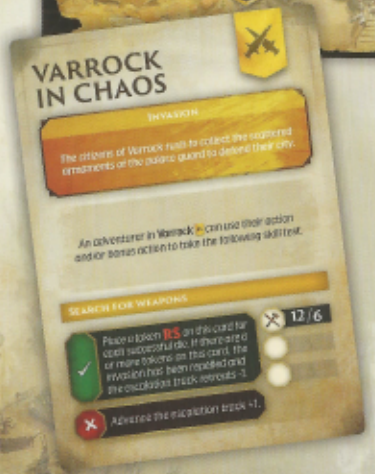
If players have not continued directly on from the Infestation of Doubt Campaign, follow the instructions in the Setting Up section on page 14 of the *RuneScape Kingdoms: Shadow of Elvarg* rulebook.

In addition, search the exploration decks and remove any cards with the VS, DS or FS icon. icon. Replacing them with vault cards 55, 56, 57, 88, 89, 90, 131, 132, 133 and 134, which can be found in the remainder of the vault cards.

Then follow the instructions below.

CONTINUING FROM INFESTATION OF DOUBT

- Place the War of the Jal vault deck in the playing area.
- Take the side quest cards with the Zuk ZUK icon and add them to the side quest deck. Adventurers may accept a new side quest now.
- Shuffle the Zuk ZUK event cards into the event deck.
- This campaign uses the War of the Jal ZUK escalation deck. Replace any escalation cards in play with it.
- Place the War of the Jal campaign board in the playing area. Place the Jal Invasion danger card on the slot on the campaign board and read it aloud.
- Place the Jal and Wise Old Man decks in the playing area.
- The Runecrafting skill, the Wise Old Man and TzHaar City must be added to the game.
- If you are adding the Runecrafting skill to the game for this expansion, one adventurer begins with 11 levels in it, and each other adventurer begins with 7.
- Place the Jal deck, Wise Old Man deck and invasion cards near the map, face down. Before beginning the campaign, players should read the sections on the next page detailing the rules for these.
- When everyone is ready, draw and resolve the top card of the escalation deck.


VARROCK
IN CHAOS
INVASION
The citizens of Varrock rush to collect the required ornaments on the palace ground to defend their city.
An adventurer in Varrock can use their action and/or bonus action to take the following skill test.
SEARCH FOR WEAPONS
12 / 6
Advance the exploration track +1.

Jal Invasion and Invasion Deck

Throughout the War of the Jal campaign, Zuk's forces, the Jal, will invade the kingdom's capital regions.

When each province in an area has a danger token, the area's capital region has been invaded. Place an invasion token in the capital and flip the corresponding invasion card face up. The invasion card will detail how the adventurers can repel the invasion. If they do, discard the invasion token and each danger token in the area, then flip the invasion card face down.

When a capital region has an invasion token, adventurers in that region can't gain any XP or resources.

The Jal Deck

The Jal deck represents possible confrontations with an enemy force invading the kingdoms.

Most Jal cards are split into two sections.

When a player draws a Jal card, they must resolve the text on one of its sections. Afterwards, place it on the bottom of the deck.

Adventurers can't skill or forage in the same turn they draw a Jal card.

The Wise Old Man's Support Deck

The Wise Old Man's Support Deck represents the various help he might give you to fight back against the Jal invasion.

Throughout this campaign, adventurers may draw cards from this deck due to unique campaign effects. When an adventurer draws a card from the Wise Old Man deck, they immediately add it to either their inventory or the spellbook.

If there are no cards left in the deck, adventurers can't draw from it.

TzKal-Zuk Boss Fight

The Zuk boss fight involves a few additional rules, which are detailed on these pages. Read these before continuing.

The Inferno Battleground and TzKal-Zuk's Behaviour

Zuk does not move onto battleground spaces. Instead, Zuk is limited to the three slots, as shown opposite. Zuk behaviour will move him between these slots. The left and right slots are linked, so, for instance, if Zuk is in the left slot and moves to the left, he will move to the right slot. These slots are considered to be spaces adjacent to the spaces directly below them, for the purposes of determining range. Adventurers can't move onto these slots.

1. Zuk moves between these slots, relative to his current position.

2. Zuk's Behaviour cards will also move the shield token, as detailed in the next section.

The Shield

After moving, if Zuk is in the same column as the space with the shield token, his attack is blocked. Do not resolve the attack against any adventurers in the spaces behind it. The attack is still resolved against any adventurers in the same space as the shield.

The shield token can move, as detailed on multiple components. When it moves, place the token onto another Lava Trench terrain card as detailed. If the shield would move left while it is the leftmost space, it doesn't move. Likewise when it would move right while in the rightmost space.

Terrain Hitpoints

Some terrain cards represent enemies that can be attacked using combat actions. When a terrain card with hitpoints suffers any wounds, place a corresponding number of tokens **RS** on the card. When the number of tokens on the card equals or exceeds the card's hitpoints, remove all of the tokens and flip the card.

The Burn Condition

During this expansion's boss fight, adventurers can be inflicted with the burn token.

When an effect causes an adventurer to gain a burn token, place it beside their miniature. An adventurer can only have one burn token at any given time, and its effects are detailed below.

Burn token – At the end of the round, suffer 2 wounds and place the token on a different adventurer in the same space, if there is one. Otherwise it is discarded. Each burn token can only wound one adventurer each round.

Descending into the sweltering abyss of the Inferno, your foe awaits a worthy challenger. From across a burning trench, TzKal-Zuk bellows an earth-shattering summons before hurling a devastating ball of molten lava towards you. You must find a way to shield yourself from Zuk's destructive attack, or all may be lost...

Setup

- Collect the 5 Zuk behaviour cards and the 9 terrain cards.
- Flip the Zuk campaign board to the boss fight side.
- Place the terrain, shield token and Zuk as shown. Place the remaining adventurers in different spaces of their choice.
- Zuk begins the fight with 20 hitpoints.
- Set up the initiative track to begin the first round of the fight.

Reminder – At the End of a Round

Remember to resolve any burn conditions and terrain effects.

Combat Actions

17/7 Ranged Attack — Zuk

Range: 3 Inflict one wound on Zuk for each successful die.

16/6 Magic Attack — Zuk

Range: 2 Inflict one wound on Zuk for each successful die.

15/5 Melee Attack — Jal

Range: 1 Inflict one wound on a Jal terrain card for each successful die.

16/7 Ranged Attack — Jal

Range: 2 Inflict one wound on a Jal terrain card for each successful die.

16/6 Magic Attack — Jal

Range: 1 Inflict one wound on a Jal terrain card for each successful die.

16/7 Shieldcraft

Range: Battleground You may move the shield once for each successful die. If the result of one or more dice is a 10, the adventurer may make another, different action this turn.

OR

17/5

15/4 Read the Terrain

Range: Battleground One adventurer may move, for each successful die. If there are two or more successful dice, Zuk may be moved one space instead.

15/5 Sleight of Hand

Range: Battleground One adventurer or behaviour card may be moved one slot to the left or right on the initiative track, for each successful die. If there are two or more successful dice, the adventurer may make another, different action this turn.

Enrage

Zuk bellows and brings his mighty sword down, shattering the shield that has until now stood between you and certain death..

- Discard the shield token.
- For the remainder of the fight, adventurers can perform the Sculpt Debris combat action:

Combat Action

15/6 Sculpt Debris

Range: Battleground Zuk can't move during his next turn this round. If there are two or more successful dice, you can instead place the shield token on the Lava Trench card in the same column as this adventurer. The shield is discarded when it is hit by a Zuk attack.

When TzKal-Zuk is Defeated

With a furious, deafening cry, TzKal-Zuk's broken body crashes forwards into the trench, and slowly sinks into the lava. You have saved Gielinor from the ancient champion's dominion!

The campaign is complete! Count the number of invasion tokens on the map and read the corresponding ending.

0 – 1 Ending 1

2 – 3 Ending 2

4+ Ending 3

Defeat

You retreat from the scorching inferno, narrowly making your escape from Zuk's wrath..

If you would like to try the boss fight again, place an invasion token on the map, in any region, reset the battleground and boss hitpoints following the original instructions, set the party health to 20, each adventurer gains 3 XP, allocated as they wish, and may re-equip.

ENDINGS

Ending 1 – Kingdoms Celebrate Their Triumphant Saviours

Scarred and burned, you make your way back to the bustling Port Sarim. Cheers erupt from peasant and noble alike as you descend the gangway. Onlookers stare in awe as none other than King Raald of Misthalin himself approaches you, flanked by Duke Horacio of Lumbridge and Sir Amik Varze of Falador. The king is beaming with admiration.

"What you have done for Misthalin and Asgarnia cannot be understated, noble adventurer!" he exclaims for all to hear. "Never before have the kingdoms faced such a threat as this, and in our time of greatest need you performed the greatest of deeds! We thank you, and insist that you celebrate with us! Come, I shall have a grand feast prepared to honour you!"

Escorted by this lofty entourage, you travel towards a magnificent meal, a joyous celebration and some much needed rest. Just as you cross the boundary of Port Sarim, your eye catches sight of a certain white-bearded man, who winks and beams a wide, cheeky smile as he slinks off, (probably) up to no good... Perhaps your path will cross his again. This tale may yet be told, for there are many more kingdoms filled with intrigue and adventure to be discovered...

Ending 2 – The Kingdoms Saved

Scarred and burned, you make your way back to the bustling Port Sarim. There you are met by a small number of cheering onlookers who know of your destination, and recognise your deeds. A familiar white-bearded, elderly man emerges from the small crowd, wounded but smiling.

"It'll take more than a few hundred rock monsters to take me down! Never doubted you for a second... Maybe a half second, but never a full one!" he cackles. "The kingdoms, and all of Gielinor, owe you a huge debt of gratitude for your deeds. In time, they will come to know your story, through tales told in taverns, the songs of sailors crossing the high seas... and I might tell one or two people myself too! Take this time, let the kingdoms rebuild and enjoy a well-earned rest. There are many more adventures ahead of you..."

Ending 3 – The Kingdoms Saved, but at a Cost...

Scarred and burned, you make your way back to the bustling Port Sarim. Some people there look your way, and nod their head in gratitude. They know of your deeds, but are too worn by the Jal to truly celebrate.

In time, your travels lead you back to where it all began – Draynor Village. Your arrival has coincided with a ceremony of sorts. Separated from the crowd, you catch a glimpse of none other than Duke Horacio. He is accompanied by King Raald of Misthalin and Sir Amik Varze of Falador. Presently, he steps forward to address the gathering throng.

"We are here today to honour the deeds of Dionysius, a man who stood as living proof that with age comes wisdom. He gave his life to defend these kingdoms from the invaders beneath our feet. Without him, all would certainly have been lost. Forever may his deeds be known."

He reaches to pull a large canvas from a newly commissioned statue. It depicts a figure you have become all too familiar with. The crowd cheer and applaud in memory of the Wise Old Man.

After the crowd has dispersed to continue the work of rebuilding their homes, you linger to pay your respects. The Wise Old Man's tale may be complete, but there's a certain barely-perceptible twinkle about the statue's face which reminds you that things are not always as they seem, and that your own adventures have only just begun...

Ending 4 – The Kingdoms' End

Molten lava rains over the palace of Varrock, the white walls of Falador, the Swamps of Lumbridge, the monastery of Edgeville and the mines of Burthorpe. The ground shakes and is torn asunder as Tzkal-Zuk emerges from the earth to bring about the destruction of the kingdoms..

War of the Jal Campaign Set Up Example

1. TzHaar City Region Map
2. TzHaar City Exploration Deck
3. Connection Tokens
4. War of the Jal Campaign Board and Danger Card
5. War of the Jal Vault Deck
6. Jal Invasion Deck
7. Jal Deck
8. Invasion Tokens
9. The Wise Old Man Card
10. The Wise Old Man's Support Deck
11. The Wise Old Man Token
12. Runecrafting Skill Cards
13. Runecrafting Reference Cards
14. The Spellbook
15. Rune Tokens
16. The Wise Old Man

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